16.   (Currently amended) A method for automatically constructing multiple instances of complex shapes based on a <u>single</u> simple shape, said method employing a computing system having graphic display means, data entry means, data processing means and a memory, said method comprising the steps of:

entering and storing said complex shapes into said computing system;

entering and storing shape translation data into said computing system;

entering and storing said <u>single</u> simple shape <u>a single time</u> into said computing system;

computing said multiple instances of complex shapes based on parameters of said <u>single</u> simple shape; and

displaying said multiple instances of complex shapes on said monitor.

17. (Currently amended) A method as claimed in Claim 16, further comprising automatically offsetting said multiple instances of complex shapes from each other based on said parameters of said <u>single</u> simple shape.

18. (Currently amended) A method for automatically constructing multiple identical or modified instances of complex shapes based on a <u>single</u> simple shape, said method employing a computing system having graphic display means, data entry means, data processing means and a memory, said method comprising the steps of:

entering and storing said complex shapes into said computing system;

entering and storing shape translation data into said computing system;

entering and storing said <u>single</u> simple shape <u>a single time</u> into said computing system;

computing said multiple identical or modified instances of complex shapes based on parameters of said <u>single</u> simple shape; and

displaying said multiple identical or modified instances of complex shapes on said monitor.

19. (Currently amended) A method claimed in Claim 18, further comprising automatically offsetting said identical or modified multiple instances of said complex shapes from each other based on said parameters of said <u>single</u> simple shape.

20. (Currently amended) A system for automatically constructing multiple instances of complex shapes based on a <u>single</u> simple shape, said ~~method~~ <u>system</u> employing a computing system having graphic display means, data entry means, data processing means and a memory, said system comprising:

 means for entering and storing said complex shapes into said computing system;

 means for entering and storing shape translation data into said computing system;

 means for entering and storing said <u>single</u> simple shape <u>a single time</u> into said computing system;

 means for computing said multiple instances of complex shapes based on parameters of said <u>single</u> simple shape; and

 means for displaying said multiple instances of complex shapes on said monitor.

21. (Currently amended) A system as claimed in Claim 20, further comprising means for automatically offsetting said identical or modified multiple instances of said complex shapes from each other based on said parameters of said <u>single</u> simple shape.